



The Apocalypse





Chapter Three: Character

*"I saw a werewolf drinkin' a piña colada at Trader Vic's...
and his hair was perfect!"*

—Warren Zevon, "Werewolves of London"

So you want to be a Garou? You've come to the right place, lad.

Before you can play **The Apocalypse**, you must first create a character. A character is, quite simply, the person you portray each time you play **The Apocalypse**. Your character can continue from one story to the next, or you can play a different character each time. The choice is up to you... with the approval of your Storyteller, of course. Character creation shouldn't be a fast-paced, cut-and-dry process. You should spend time cultivating ideas and nurturing thoughts so that you can create an intriguing and vibrant persona. The more creative effort you put into your character during his creation, the more depth he'll have when the story begins.

This chapter contains all the information you need to create your Garou character. The process is relatively simple and proceeds in a step-by-step fashion. It begins with a basic concept of who your character is and where he comes from, and then takes you into aspects of the game that define your character's limitations and abilities. Complete descriptions of all Traits and Attributes can be found in Chapter Four.

Creating a Pack

Possibly the most important part of character creation is creating the pack to which your character belongs. This should be a group effort between the Storyteller and the players. Both parties should work together to create a concept and purpose for the pack.

The pack should help to compose the overall theme of the characters. It should become their common ground, the reason for them to work together. The pack, or packs, should become the focus of the chronicle. As the needs of the many sometimes outweigh the needs of the few, it is important that the players agree on what type of pack they would all like to play. However, it is also necessary that the type of pack fit within the scope of the chronicle that the Storyteller intends to run. The players decide a great deal concerning their pack, but it is the Storyteller who must guide them through this process.

A pack is often formed during the Rite of Passage of inexperienced characters. In the past, these types of packs would have all been in a single tribe. However, many caerns are multitribal now; therefore, there are a lot of multitribal packs going through Rites of Passage. Other packs are formed out of a common purpose. For

characters, this common purpose can be nearly anything they can agree upon. It could be anything from simply surviving in a hostile environment to leading a campaign against one of the Wyrms's many tendrils. Again, the Storyteller needs to guide the players during these stages so that the purpose of this pack is something that fits within the Storyteller's intended theme for the Chronicle.

In the Beginning...

You need to first decide upon your concept: who you are at heart, what your heritage is and how you came into this world. You can go about this one of two ways. If you want, you can simply choose your breed, auspice and tribe and then define your background as a result of these choices. The alternative is to develop your character's background and history first, and, by doing so, get a general idea as to which breed, auspice and tribe would best suit your background. Generally, it is assumed that you are a young Garou who has recently undergone the Rite of Passage and is now an assimilated member of a pack. Beyond that, your character's background is left open for you to decide.

It is possible that the Storyteller may limit your character creation choices for the purposes of the story she wishes to tell. It is also possible that she will offer you choices not listed here. Many times, a story will have certain roles that need to be filled, and you may be asked to create a character to fill one of those roles.

Character Creation

Step One: Character Concept

Before you can begin to create a character, you must develop a concept for who that character is. Once you have a concept in mind, the rest of the character can be built around that structure.

The initial development of the your character begins with choosing your personality. This is defined by a "Nature and Demeanor" (listed below), as well as the character's breed, auspice and tribe. Once these four aspects of your character have been chosen, you have a framework on which to build the rest of your character. The more care that is taken in choosing these aspects, the more detailed and complete your character will be.

Nature and Demeanor

Your character's Nature and Demeanor define the basic tenets of your personality. Nature and Demeanor are, quite simply, the disposition and image of your character.

A character's Nature is her true inner self, while her Demeanor is the front that she shows to people—it is the mask your character shows to the world. It is not unheard of for a character to have the same Nature and Demeanor; however, it is unlikely. Few people are that honest with other people, or even themselves.



Character Creation Process

• Step One: Character Concept

Choose Nature and Demeanor, breed, auspice and tribe.

• Step Two: Select Attributes

Prioritize your three Trait categories: Physical, Social and Mental (7/5/3).

• Step Three: Select Advantages

Choose Abilities (5), Gifts (one each from breed, auspice and tribe), Backgrounds and Renown (by auspice).

• Step Four: Finishing Touches

Record Rage (determined by auspice), Gnosis (determined by breed) and Willpower (determined by tribe)

Choose Negative Traits (if any)

Nature and Demeanor (select one for each):

- **Alpha** — You are a born leader.
- **Autist** — No one can understand the real you.
- **Bravo** — You're a bully.
- **Caregiver** — You like to help others.
- **Child** — You never really matured emotionally.
- **Competitor** — You must be the winner.
- **Confidant** — You're a good listener.
- **Conniver** — Why work for a living?
- **Curmudgeon** — You're dry and cynical.
- **Deviant** — You don't quite fit in.
- **Director** — You prefer to take control and organize things.
- **Fanatic** — You are obsessed with a cause.
- **Gallant** — You love attention.
- **Hedonist** — You live to experience life's many pleasures.
- **Jester** — You find humor in everything.
- **Judge** — You're a rational arbitrator.
- **Loner** — You exist on the periphery.
- **Maker** — You wish to create things of lasting value.
- **Martyr** — You continually make sacrifices for your beliefs.
- **Masochist** — You enjoy suffering, especially your own.
- **Penitent** — You wish to atone for who or what you are.

- **Predator** — You are the quintessential hunter.
- **Rebel** — You are free-willed and free-thinking.
- **Reluctant Garou** — You long for a normal life.
- **Show-Off** — You get your self-worth from others.
- **Survivor** — You always pull through.
- **Traditionalist** — You are conservative and bound to tradition.
- **Visionary** — You see beyond the boundaries of the conventional.

Breed

The Garou are the Changing Race, torn between two worlds: the world of wolves and the world of men. However, the very nature of their existence prevents them from truly having a home with either race. Indeed, they are doubly cursed, for Garou cannot mate with Garou, and thus, the Changing Breed must dwell within, yet never truly be a part of, the worlds belonging to both man and wolf.

It is against the oldest of laws for Garou to mate with one another. The product of that union is always sterile and usually malformed. Garou must continually mate (or breed) with those outside their race. The Garou keep track of the humans and wolves with whom they breed and watch for signs of the change. The product of a Garou mating with a human or wolf is not usually a Garou. Typically, the child or pup is completely normal. The genes of the Changing Breed are recessive, and very few children breed true and pure enough to undergo their First Change.

Once a Garou has been identified, however, he is tracked down. Only then is he told what he really is. After a young Garou completes his Rite of Passage, he is fully accepted into the pack.

See also *Breeds*, pg. 37.

• **Homid:** You were raised as a human, by human parents. You did not know that you were a werewolf until you were nearly an adult and underwent the First Change. (Nickname: Ape)

Initial Gnosis: 1

Breed Gifts: Persuasion, Smell of Man

• **Metis:** Both of your parents were Garou. You are malformed and sterile as a result of their forbidden union. You understand Garou culture more deeply than other breeds do. (Nickname: Mule)

Initial Gnosis: 2

Breed Gifts: Sense Wyrms, Create Element

• **Lupus:** You were raised in the wilds as a wolf. You did not become aware of your true nature until you were nearly fully grown. (Nickname: Feral)

Initial Gnosis: 3

Breed Gifts: Heightened Senses, Catfeet



Auspice

Your auspice is the phase of the moon under which your character was born. This aspect is held in astrological reverence by most Garou. It does more than predetermine certain aspects of your personality—it also helps to define your role in Garou society.

There are five auspices from which a character can choose. Each has its own special strengths and weaknesses. Many ideas about auspices can be considered superstitious, but there is a certain truth behind these ideas as well.

Some truly exceptional Garou have rebelled against their moon. They have renounced their born auspice in favor of another one. These Garou are rare indeed, for one loses everything when one chooses a new auspice. Such a renunciate must start his education over again.

See also *Auspices*, pg. 39.

- **Ragabash:** New Moon—the Trickster

Initial Rage: 1

Auspice Gifts: Blur of the Milky Eye, Open Seal, Scent of Running Water

Beginning Renown: Three Renown Traits in any combination

- **Theurge:** Crescent Moon—the Seer

Initial Rage: 2

Auspice Gifts: Mother's Touch, Sense Wyrms, Spirit Speech

Beginning Renown: Two Wisdom Traits, One Glory or Honor Trait

- **Philodox:** Half Moon—the Mediator

Initial Rage: 3

Auspice Gifts: Resist Pain, Scent of the True Form, Truth of Gaia

Beginning Renown: Two Honor Traits, One Wisdom Trait

- **Galliard:** Gibbous Moon—the Moon Dancer

Initial Rage: 4

Auspice Gifts: Beast Life, Call of the Wyld, Mindspeak

Beginning Renown: One Glory Trait, Two Wisdom or Honor Traits

- **Ahroun:** Full Moon—the Warrior

Initial Rage: 5

Auspice Gifts: Razor Claws, Inspiration, The Falling Touch

Beginning Renown: Two Glory Traits, One Honor Trait

Tribe

A tribe is a character's family, of sorts. A character's tribe defines her lineage and heritage and says a great deal about who and what she is. Each tribe has its own beliefs, pursuits, strengths and weaknesses. There is a great variety of tribes: thirteen in all. The tribe determines much of your background and helps to define some basic facts about your ancestry and heritage.

See also *Tribes*, pg. 43.

- **Black Furies:** Composed almost entirely of women, the Furies serve the Wyld.

Initial Willpower: 1

Backgrounds: No restrictions.

Tribe Gifts: Sense Wyrms, Heightened Senses, Sense of the Prey

- **Bone Gnawers:** These Garou live on the city streets. They're usually well-informed.

Initial Willpower: 2

Backgrounds: Bone Gnawers may not buy Past Life or Pure Breed.

Tribe Gifts: Odious Aroma, Scent of Sweet Honey

- **Children of Gaia:** The most moderate of all tribes, the Children are mediators among the Garou and defenders of humanity.

Initial Willpower: 3

Backgrounds: No restrictions

Tribe Gifts: Mother's Touch, Resist Pain

- **Fianna:** Each member of this tribe is Irish in descent and fiercely proud of her heritage.

Initial Willpower: 1

Backgrounds: No restrictions

Tribe Gifts: Persuasion, Resist Toxin

- **Get of Fenris:** Savage and bloodthirsty, the Get are largely of Nordic descent.

Initial Willpower: 1

Backgrounds: No restrictions

Tribe Gifts: Razor Claws, Resist Pain

- **Glass Walker:** Living in skyscrapers and throughout the cities, the Glass Walkers are distrusted by many Garou.

Initial Willpower: 2

Backgrounds: Glass Walkers may not buy Past Life or Pure Breed.

Tribe Gifts: Control Simple Machine, Persuasion

- **Red Talons:** The Red Talons are composed entirely of lupus Garou and are almost always extremists.

Initial Willpower: 1

Backgrounds: Red Talons may not buy Influence.

Tribe Gifts: Beast Life, Scent of Running Water

- **Shadow Lords:** Very dominant and demanding, the Shadow Lords cover the leadership positions of the Silver Fangs.

Initial Willpower: 2

Backgrounds: No restrictions

Tribe Gifts: Aura Confidence, Fatal Flaw

- **Silent Striders:** They live their lives travelling and know many secrets of both the mortal and spirit worlds.

Initial Willpower: 2

Background: Silent Striders may not buy Past Life.

Tribe Gifts: Sense Wyrms, Speed of Thought

- **Silver Fangs:** The most noble of all tribes, the Silver Fangs rule the Garou. They are inbred, however, and tainted with sickness.

Initial Willpower: 2

Background: Silver Fangs must spend at least three of their Background Traits on Pure Breed.

Tribe Gifts: Lament Flame, Sense Wyrms

- **Stargazers:** They search throughout the world for enlightenment and truth.

Initial Willpower: 3

Background: Stargazers may not buy Allies, Fetishes or Resources.

Tribe Gifts: Catfeet, Sense Wyrms

- **Uktena:** Uktena are sly and mysterious, and noted for their hidden knowledge. As a result, many Garou distrust them.

Initial Willpower: 1

Background: No restrictions

Tribe Gifts: Blur of the Milky Eye, Sense Magic

- **Wendigo:** The only Native American Garou tribe left. The Wendigo are still fiercely independent and somewhat extreme in their beliefs.

Initial Willpower: 3

Background: No restrictions.

Tribe Gifts: Call the Breeze, Camouflage

Attribute Traits:

Physical Traits: Athletic, Brawny, Brutal, Dexterous, Enduring, Energetic, Feral, Fercious, Graceful, Lithe, Nimble, Quick, Resilient, Robust, Rugged, Stalwart, Steady, Tenacious, Tireless, Tough, Vigorous, Wiry

Social Traits: Alluring, Beguiling, Charismatic, Charming, Commanding, Compassionate, Dignified, Diplomatic, Elegant, Eloquent, Empathetic, Expressive, Friendly, Genial, Gorgeous, Ingratiating, Magnetic, Majestic, Persuasive, Seductive, Witty

Mental Traits: Alert, Attentive, Calm, Clever, Creative, Cunning, Dedicated, Determined, Discerning, Disciplined, Insightful, Instinctive, Intuitive, Knowledgeable, Observant, Patient, Rational, Reflective, Shrewd, Vigilant, Wily, Wise

Step Two: Attributes

Attributes define the basics of a character's natural abilities. They include the strengths your character was born with and the talents that come naturally to you. Are you brawny, relentless or quick? Are you creative, methodical or contemplative?

The first step is to prioritize your attributes. Are you more physically, socially or mentally oriented? You must choose which of these categories is your strongest suit. These choices may well be influenced by your auspice. For example, it would probably be to a Theurge's advantage to be more mentally gifted than physically talented—it would not be unheard of for a Theurge to excel in Physical Traits, but it would be unlikely.

Attribute Categories:

- **Physical Attributes** describe what you are capable of doing with your body. They encompass your power, quickness and endurance.

- **Social Attributes** describe your charisma and appearance, and they define how well you can influence and manipulate others.

- **Mental Attributes** define your character's mental capacity. They include things such as your character's awareness of her surroundings and her resolve and concentration.

Your attribute categories must be prioritized. Your strongest category is primary, your next-strongest category is secondary and your weakest is tertiary. Once you've chosen your priorities, you get to choose your actual Traits. You may choose seven Traits for your primary attributes, five Traits for your secondary attributes, and three Traits for your tertiary attributes. You are allowed to take the same Traits more than once to

illustrate that you're particularly gifted in a certain area (such as a character who is Quick, Quick and Quick.)

Step Three: Advantages

Advantages are Traits that help separate one character from another. They allow a player to take actions that would otherwise be impossible. There are four categories of advantages: Abilities, Gifts, Backgrounds and Reputation.

Choosing Abilities

Abilities represent the skills you've developed and the training you've had up until this point in your life. They summarize the ordinary things you can do. Many abilities allow you to perform specific tasks that are only possible through training, while others enhance your performance of everyday tasks and functions.

You may choose five Abilities from the list below. You can take the same Ability more than once to illustrate a higher degree of skill with that particular action.

Abilities:

Complete descriptions of the Abilities can be found in Chapter Four, pg. 81.

- **Animal Ken**— You have an affinity with animals and can train them.
- **Bureaucracy**— You can work within the governmental system to get things done. (*This cannot be taken by lupus characters.*)
- **Computer**— You can use a computer for information or infiltration. (*This cannot be taken by lupus characters.*)
- **Drive**— You can operate a car or motorcycle. (*This cannot be taken by lupus characters.*)
- **Enigmas**— You understand more of the mystical nature of the Garou and more about the universe itself.
- **Finance**— You can manage money and even have some limited resources to draw upon. (*This cannot be taken by lupus characters.*)
- **Firearms**— You can efficiently use and maintain a pistol or firearm. (*This cannot be taken by lupus characters.*)
- **Investigation**— You are a skilled detective, able to assimilate facts and information.
- **Law**— You understand and can manipulate the legal system. Alternatively, this could be an understanding of "wolf politics" for a lupus character or Garou Law for a metis character.
- **Leadership**— You are experienced at leading others.
- **Linguistics**— You are fluent in more than one language, and you might be able to understand and translate an ancient language as well.
- **Medicine**— You can heal others.

- **Occult**— You know many ancient rites and mysteries.
- **Performance**— You can act, dance, sing or play an instrument.
- **Primal Urge**— You are in touch with the beast and wolf within you.
- **Repair**— You can fix most things. (*This cannot be taken by lupus characters.*)
- **Science**— You understand technology, physics or another science. (*This cannot be taken by lupus characters.*)
- **Scrounge**— You can find what you need to survive.
- **Security**— You can set and remove alarms, locks and security systems. (*This cannot be taken by lupus characters.*)
- **Streetwise**— You can survive on the city streets and know your way around the underworld. (*This cannot be taken by lupus characters.*)
- **Subterfuge**— You can manipulate others.
- **Survival**— You can survive on your own in the wilderness.

Choosing Gifts

See *Breed, Auspice and Tribe*, above, for Beginning Gifts; choose one from each list (for a total of three Gifts). See also *Gifts*, pg. 84.

Note that the listed Gifts are simply the “Basic” ones. There are more powerful “Intermediate” and “Advanced” Gifts, although these are only possessed by more powerful Garou.

Backgrounds

Each character has background details that make her unique. Advantages like contact with Past Lives or societal Influence add depth and background to a character. Your character will be able to select five Background Traits. Certain tribes will be excluded from selecting certain Background Traits, and certain

tribes will be forced to take certain Background Traits. Players can select the same Background more than once to illustrate a stronger level of that Background.

A complete description of Background Traits can be found on pg. 110 in Chapter Four.

- **Purebreed**— You have an exceptional heritage.
- **Past Life**— You are in touch with and can draw upon ancestral knowledge.
- **Fetish**— You have a mystical Garou item.
- **Rites**— You possess an understanding of Garou rites.
- **Influence**— You have some sway and control over the world of humans.
- **Totem**— You (or your pack) has a totem spirit that watches over you.

Renown

A Garou’s renown defines his Rank and, therefore, his station within werewolf society. All characters begin with the Rank of “fostern”. Fostern are Garou who have undergone their Rite of Passage and proven themselves to their fellow Garou. They have become accepted into the pack and are treated as adults.

Renown is divided into three categories: Wisdom, Glory and Honor. A beginning player chooses Renown Traits for his character just as he would choose Traits for any other attribute. However, the type of Renown Traits he can choose depends on his character’s auspice.

See *Auspice*, above, for Beginning Renown. Also, see pg. 125.



Renown Traits

Wisdom: Crafty, Inspired, Inventive, Pragmatic, Profound, Respected, Revered, Sacred, Scholarly, Spiritual, Venerable, Wise.

Glory: Bold, Brash, Brave, Courageous, Daring, Exalted, Feared, Fearless, Glorious, Imposing, Impressive, Spirited, Superb.

Honor: Admirable, Commendable, Dutiful, Eminent, Esteemed, Fair, Honorable, Impartial, Just, Noble, Objective, Proud, Reputable, Trusted, Virtuous.

Final Touches

Your character should now have a basic form, but it might not be exactly what you envisioned. In the final stages, you have the opportunity to improve certain statistics and add more Abilities or Backgrounds. You'll also need to add the personal details and develop more of the character's personal history.

Rage, Gnosis and Willpower

These are determined as listed above: a character's auspice determines her starting Rage Traits, her breed determines her starting Gnosis Traits and her tribe determines her starting Willpower. See also *Rage* pg. 112; *Gnosis* pg. 113; *Willpower* pg. 111.

Negative Traits

The number of Traits and Abilities your character has can be increased by selecting Negative Traits. You can select a Negative Trait in any of your three attribute categories. In exchange, you'll be able to purchase an additional (positive) Attribute Trait or an Ability. You can take up to three Negative Traits.

Physical Negative Traits: Clumsy, Cowardly, Decrepit, Delicate, Docile, Flabby, Lane, Lethargic, Puny, Sickly.

Social Negative Traits: Callous, Condescending, Dull, Naive, Obnoxious, Paranoid, Repugnant, Shy, Tactless, Untrustworthy.

Mental Negative Traits: Forgetful, Gullible, Ignorant, Impatient, Oblivious, Predictable, Shortsighted, Submissive, Witless.



With one Negative Trait, you can:

- Take one additional Trait.
- Take an additional Ability.
- Take an additional Background.
- Take an additional Rage Trait.
- Take an additional Gnosis Trait.

With three Negative Traits, you can:

- Take an additional Gift from your Breed, Auspice or Tribe.
- Take an Additional Willpower Trait.

Fleshing It Out

• **Background**— Now you need to fill in all the little details, such as where your character came from and what he does on a regular basis.

What was your childhood like? Did you attend any sort of formal schooling after the Change? If you are a lupus, how well did you adjust to what you are, and how do you perceive the world of men?

You should also give some reasons for your character to be a part of the pack. Always consult your Narrator on this information. She might already be planning a story about how the group first got together.

• **Motivations**— What is it you wish to do? Is there more to your life as a Garou than merely fighting the Wyrms? If not, should there be?

The Garou see the world they know of drawing to a close, but that doesn't absolve them of the responsibili-

ties of their lives. Many have goals inside and outside their pack. Most Garou have their own views of the world and opinions on how to affect it. Many are eager to earn the respect of their fellows.

• **Appearance**— What do you look like when you're in Homid form? How do you dress? How do you carry yourself?

Many of these details can be gleaned from your background, but even more should be added here. You ultimately should select an appearance (and costume) that reflects and represents every aspect of your character. Obviously, this is not intended to be taken literally, but a Bone Gnawer should definitely have a different wardrobe selection than a Glass Walker.

• **Equipment**— If you've already selected a Fetish, then that's something you automatically have. However, your character might have other odds and ends that she carries with her. Any selections must be approved by the Storyteller. Don't be surprised if you can't have everything you want. Some of it might not be appropriate to the nature or scope of the story. Your Storyteller has the final say on what you can and cannot have.

• **Quirks**— By giving your character quirks, you can add even more depth and interest to her personality. Quirks are personal details that make an individual unique. A quirk could be anything: a habit of laughing when under stress, an affinity for animals, an aversion to apologizing... anything that adds an extra splash of life to your character.